

Artificial Intelligence

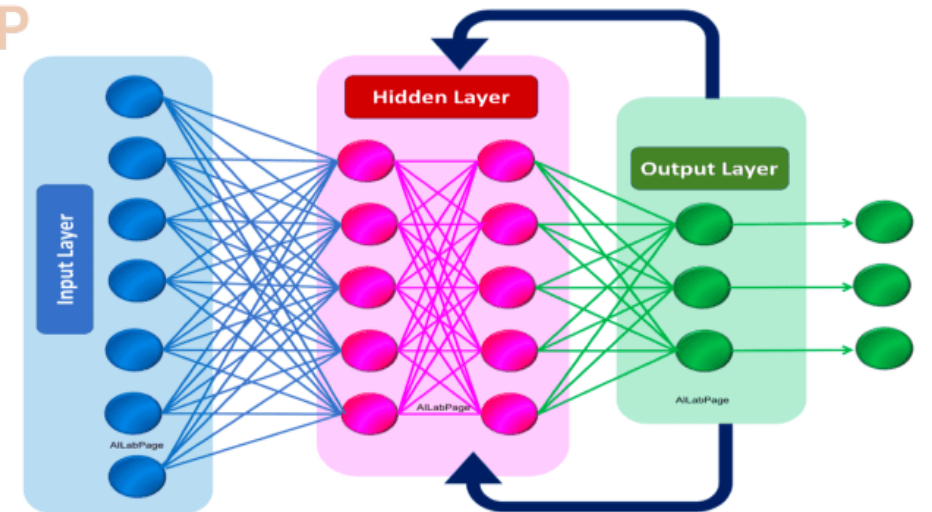
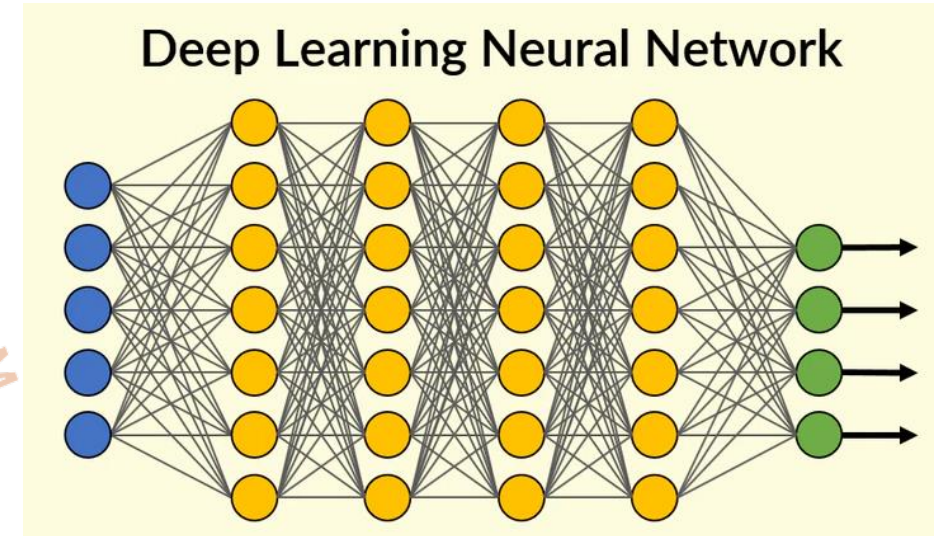
Recurrent

Neural Network

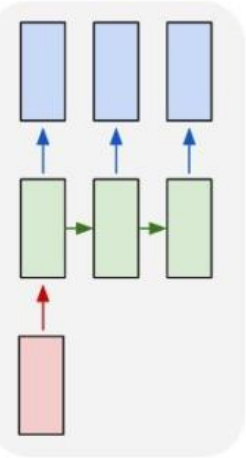
A watermark logo is centered behind the title. It consists of a hexagonal shape with internal lines forming a cube-like structure. The text 'BACH KHOA CNCP.COM' is written along the top edge of the hexagon, and 'TÀI LIỆU SƯU TẬP' is written along the bottom edge. Below the hexagon, the text 'BỞI HCMUT-CNCP' is written.

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- ✓ Feedforward neural network
 - ❖ Information moves in one direction
 - ❖ No feedback
 - ❖ No memory of the input
 - ❖ Bad at predicting what's coming next
- ✓ Recurrent neural network
 - ❖ Human brain is a RNN
 - ❖ Information cycles through a loop
 - ❖ Considers current input and what has been learned
 - ❖ Has a short-term memory
 - ❖ Sequence of data contains crucial information about what is coming next

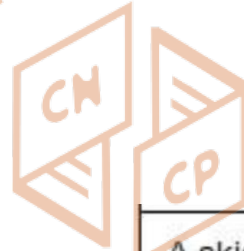


one to many



e.g. **Image Captioning**
image -> sequence of words

BACHKHOACNCP.COM



TÀI LIỆU SƯU TẬP
BỞI HCMUT-CNCP

A skier is skiing down a snowy hill.



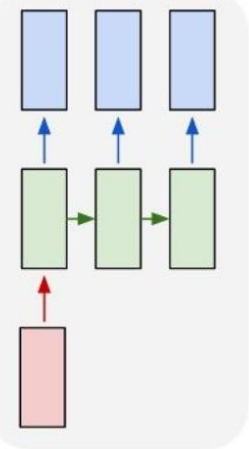
A little girl in a pink shirt is swinging.



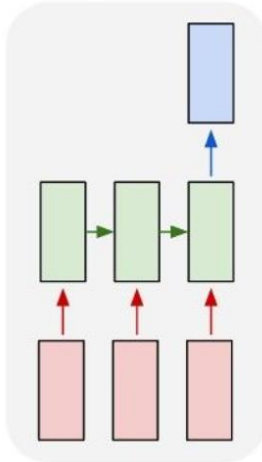
A dog jumps over a hurdle.




one to many



many to one




e.g. **Sentiment Classification**
sequence of words -> sentiment




My experience
so far has been
fantastic!

POSITIVE



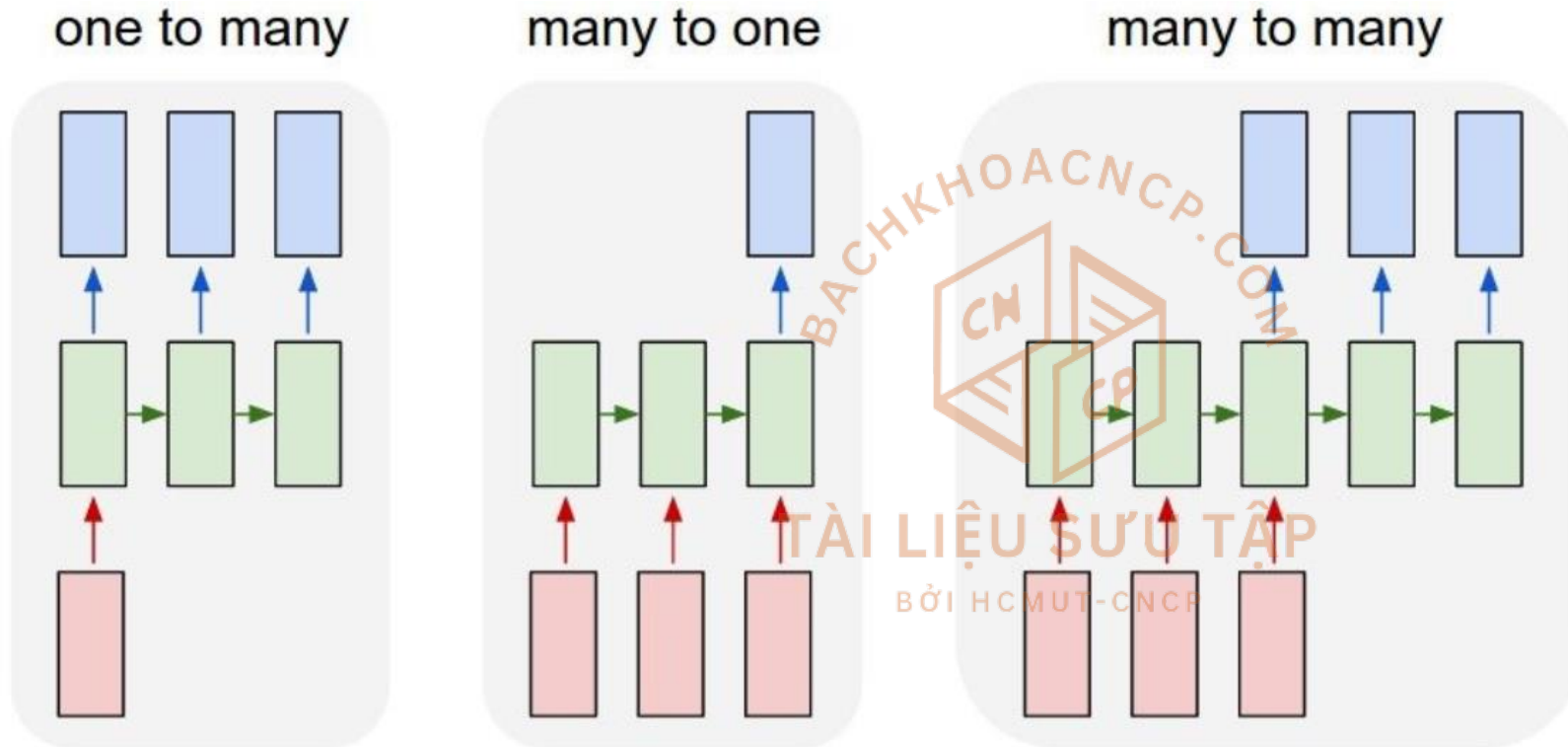
The product is
ok I guess

NEUTRAL



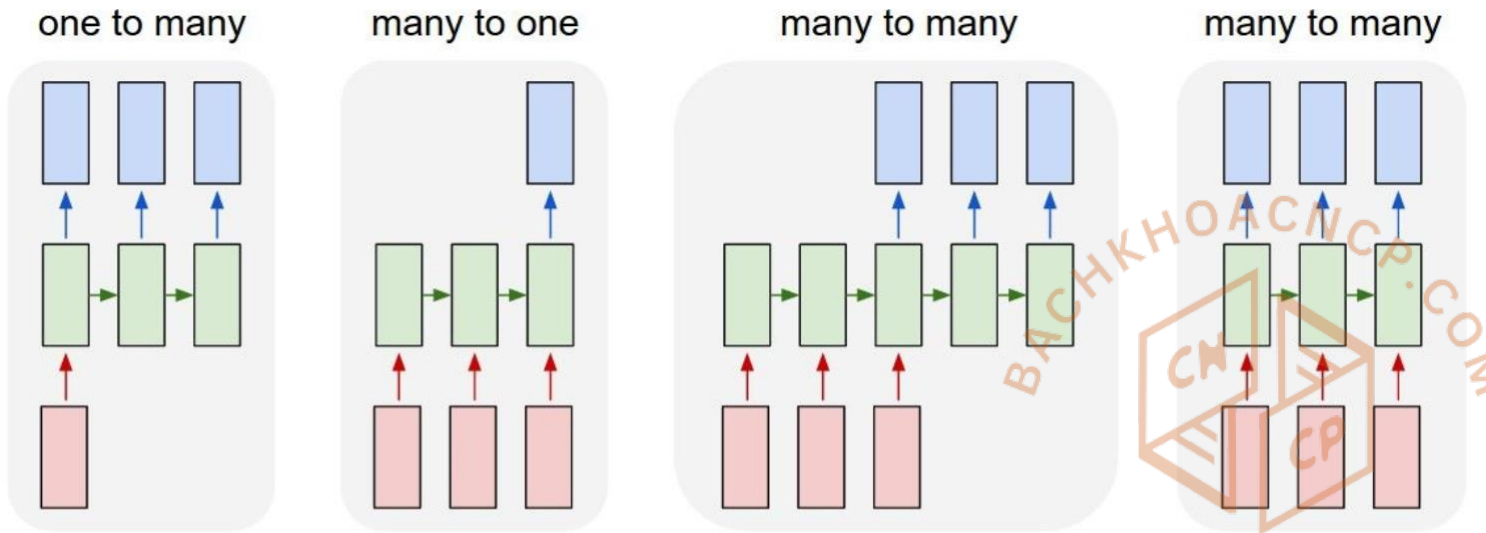
Your support team is
useless

NEGATIVE



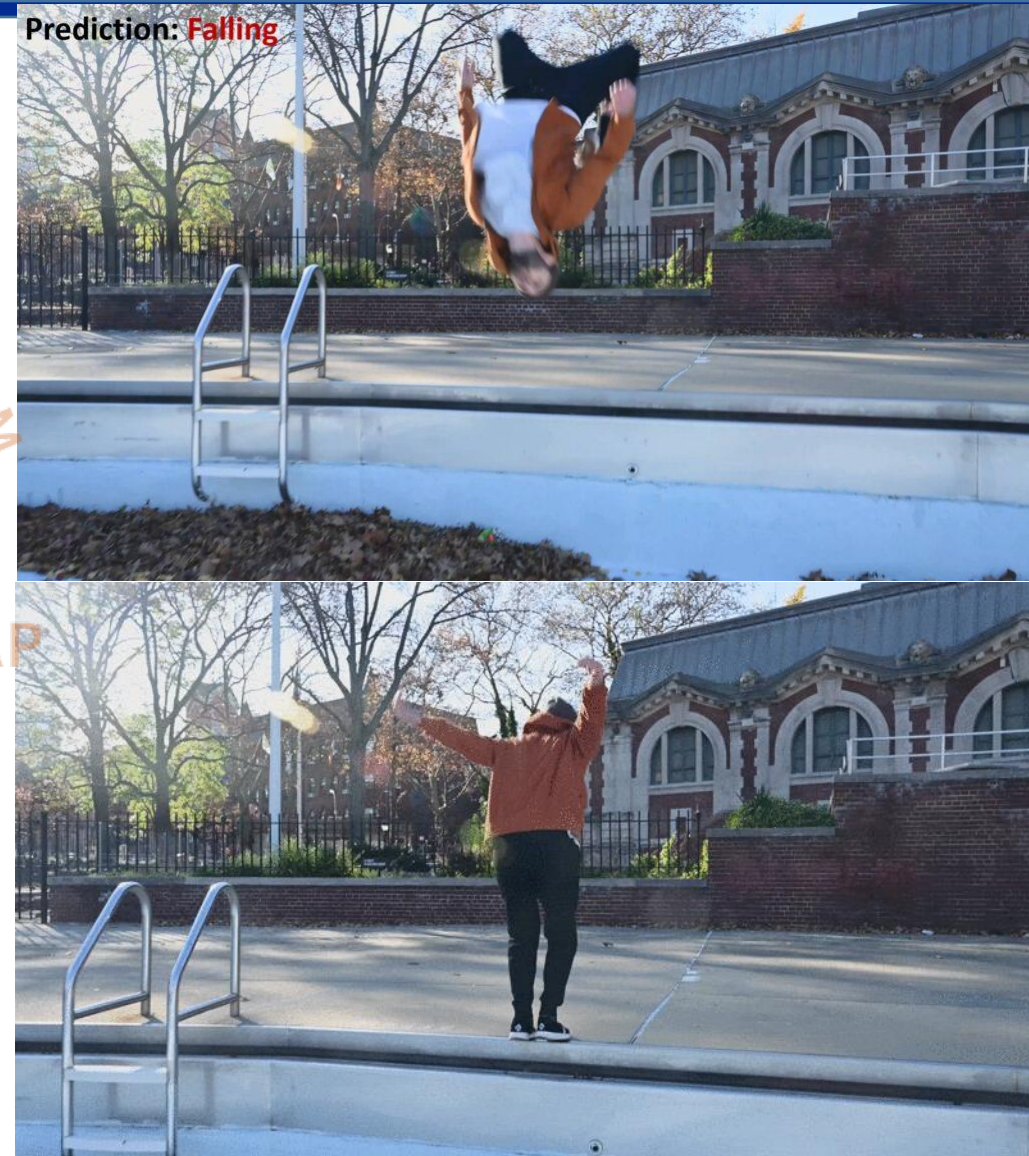
↖ e.g. **Machine Translation**
seq of words → seq of words

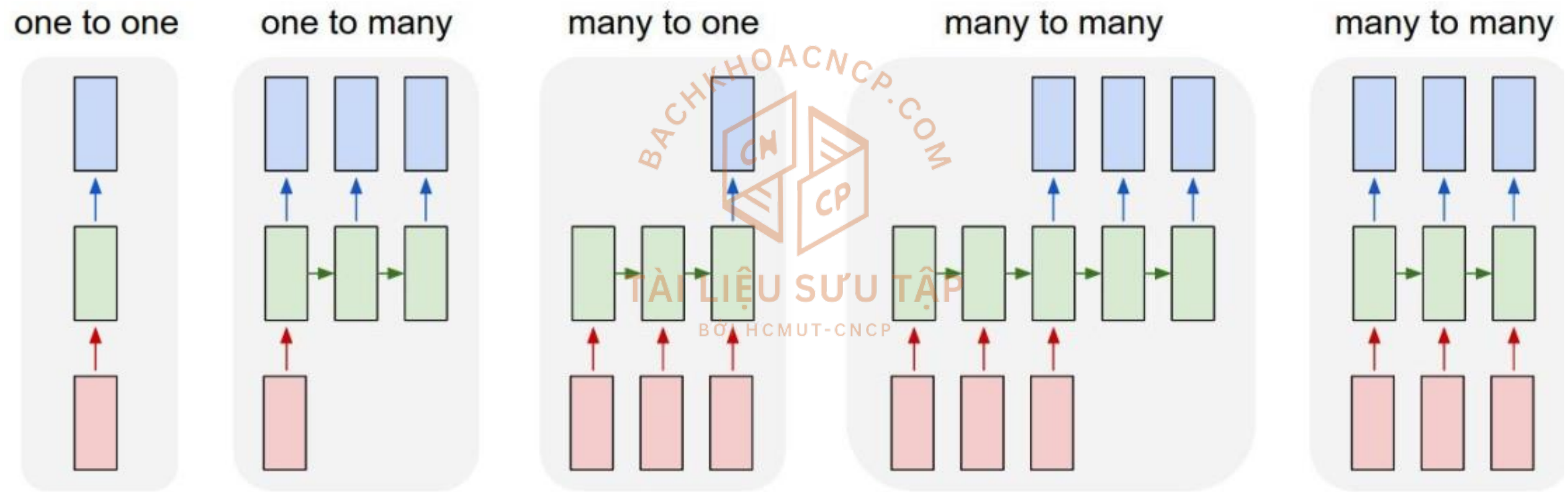
Recurrent Neural Network



e.g. Video classification on frame level

A person doing a backflip

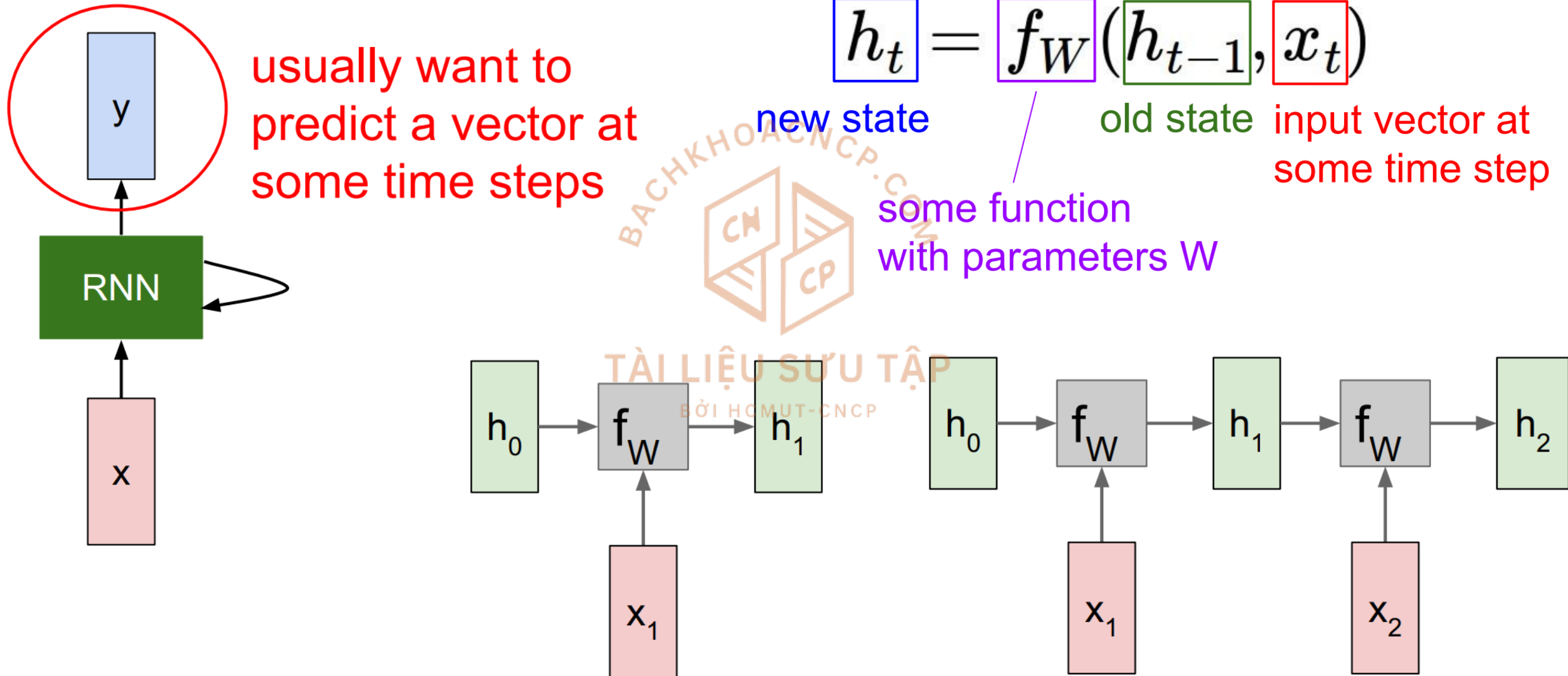




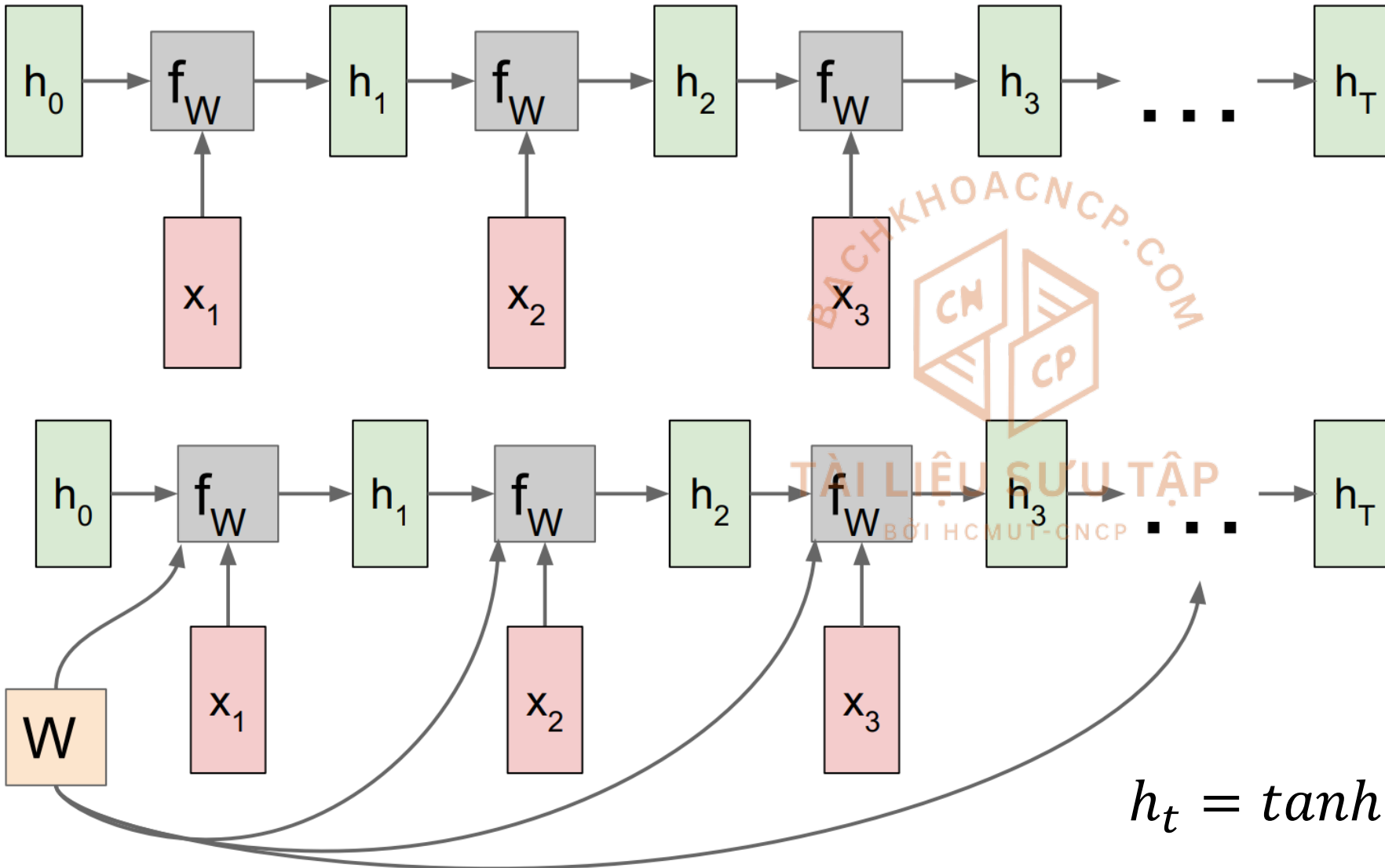
Recurrent Neural Network

- ✓ When to use a RNN?
 - ❖ Sequence of data, and
 - ❖ Temporal dynamics connecting the data is more important than spatial content of each individual frame

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BỞI HCMUT-CNCP



Recurrent Neural Network

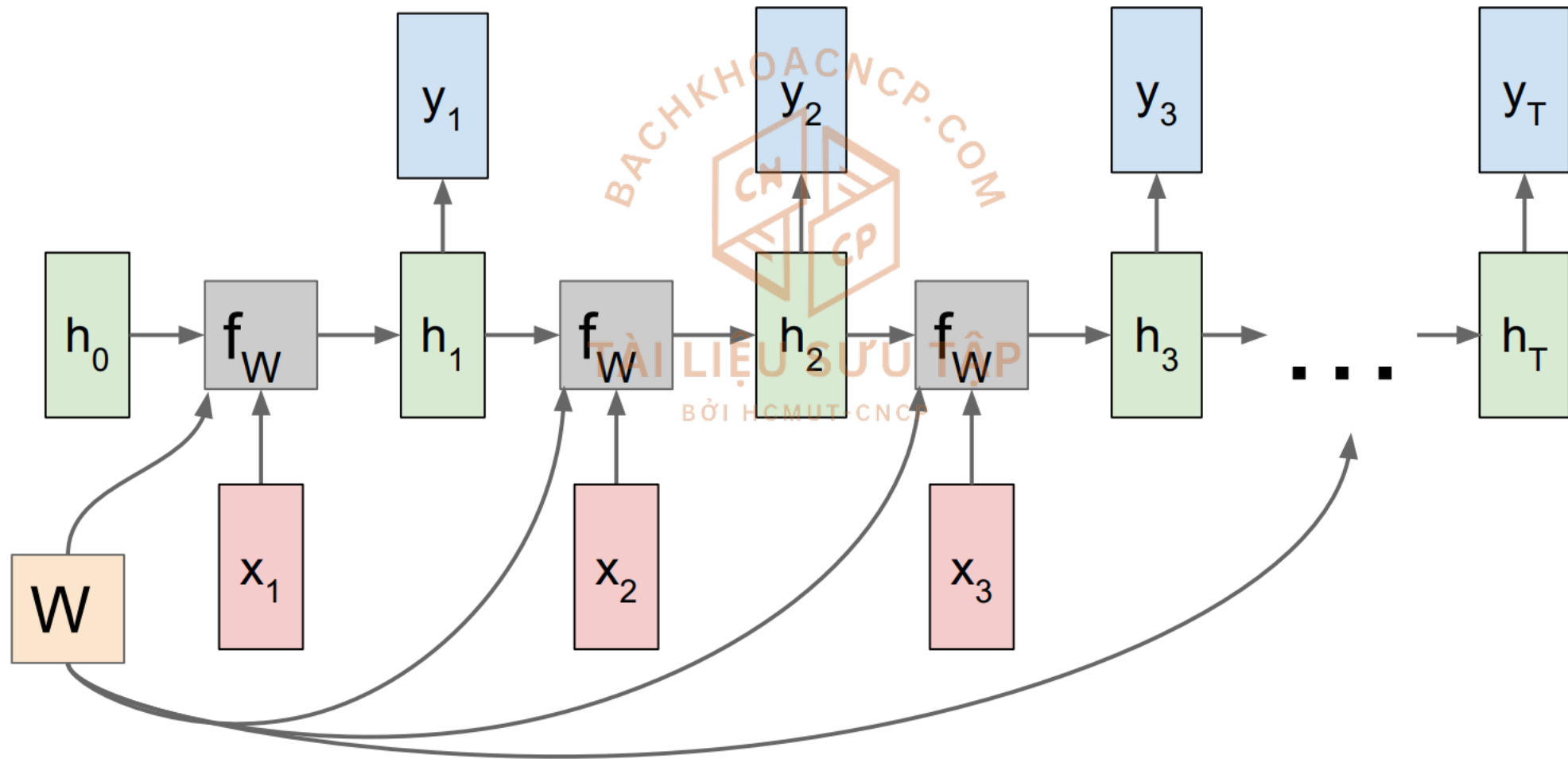


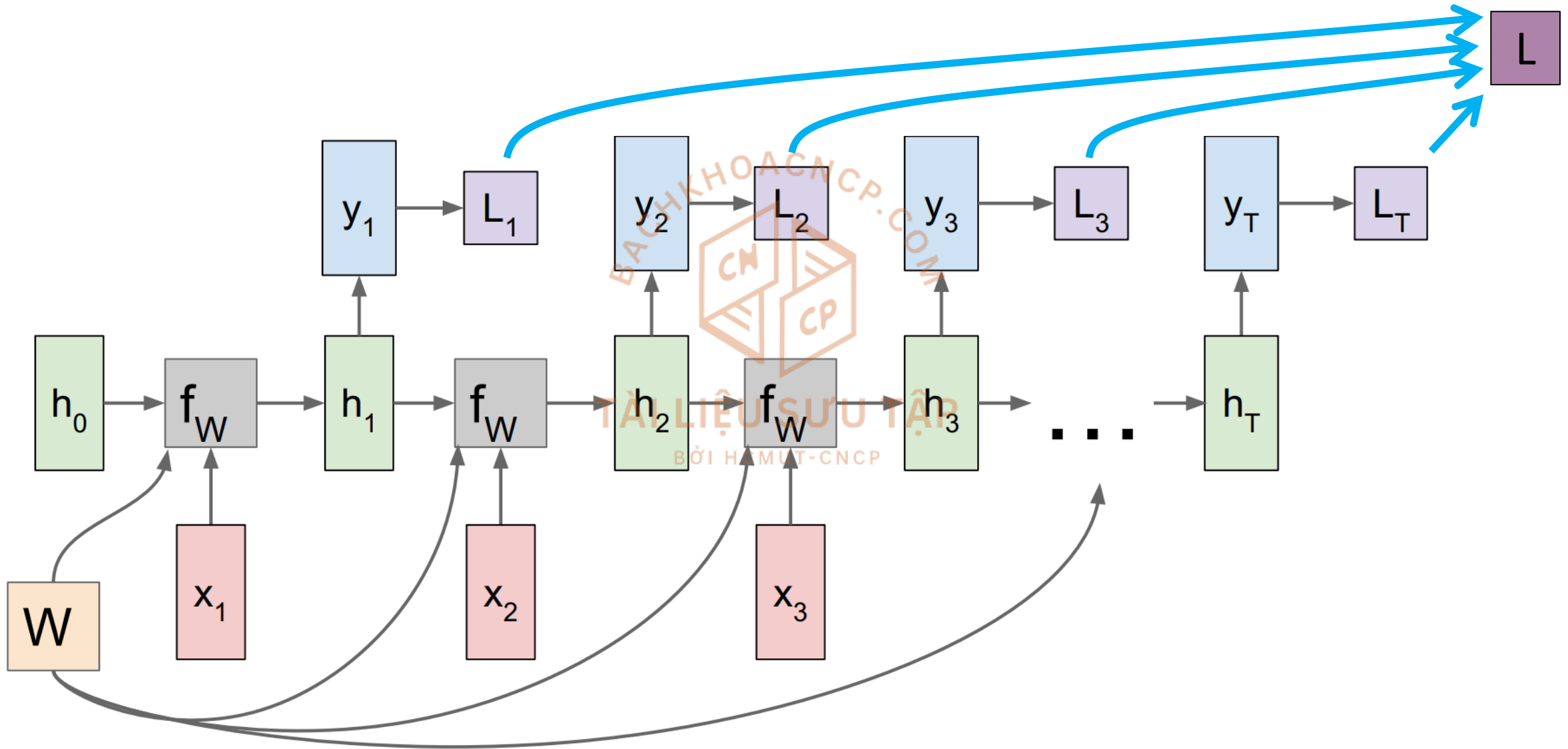
$$h_t = f_W(h_{t-1}, x_t)$$

$$\begin{bmatrix} W_{hh} & 0 \\ 0 & W_{xh} \end{bmatrix} \begin{bmatrix} h \\ x \end{bmatrix}$$

$$h_t = \tanh(W_{hh}h_{t-1} + W_{xh}x_t + b_h)$$

$$y_t = \text{softmax}(W_{hy}h_t + b_y)$$





✓ Example: LSTM music composer

❖ Example 1

- 100 Epoch
- 150 Epoch

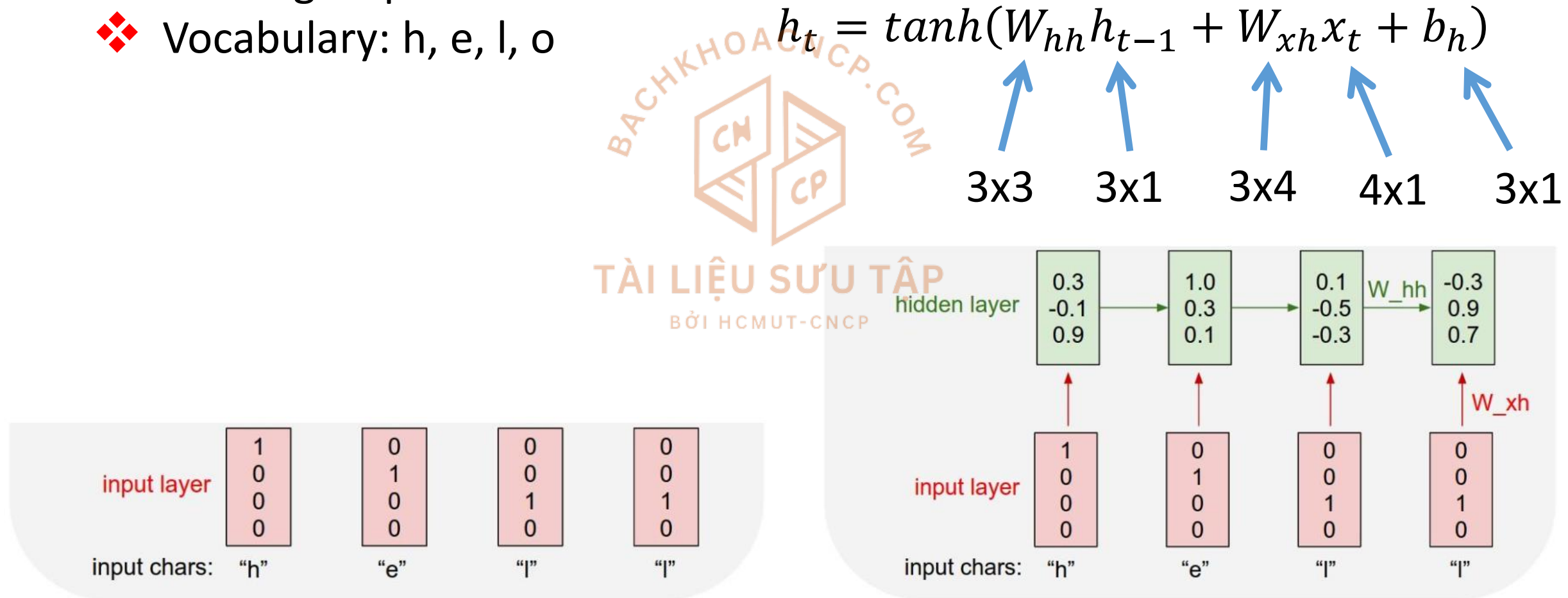
❖ Example 2



✓ Example: Language model - Character level

❖ Training sequence: "hello"

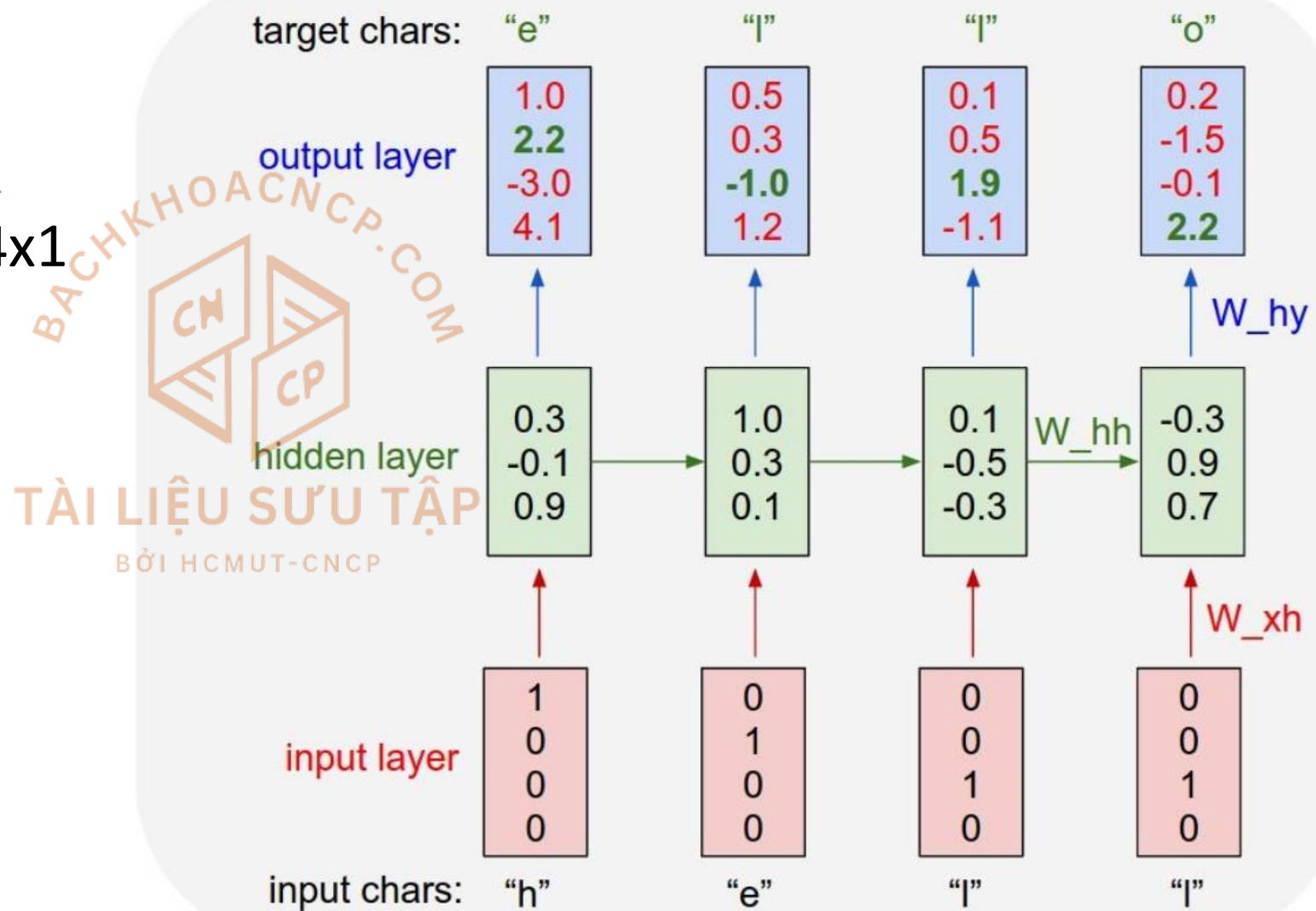
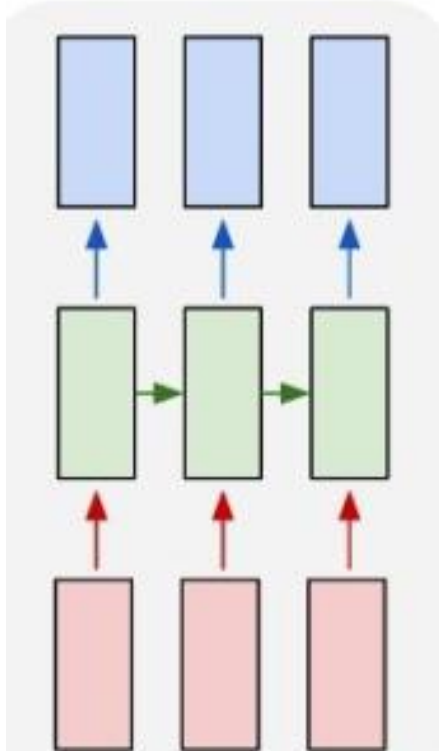
❖ Vocabulary: h, e, l, o



$$y_t = \text{softmax}(W_{hy}h_t + b_y)$$

4×3 3×1 4×1

many to many



Recurrent Neural Network

